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GAME BOY ADVANCE®

KONAMI

AGB-AY8E-USA

SHONEN JUMP'S

Yu-Gi-Oh!

RESHEF OF DESTRUCTION™

INSTRUCTION BOOKLET

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PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.

- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

⚠WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

Official Nintendo Seal

Nintendo does not license the sale or use of products without the Official Nintendo Seal.

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

GBA LINK CABLE

THIS GAME PAK INCLUDES A MULTIPLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK CABLE.

EVERYONE

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CONTENT RATED BY ESRB

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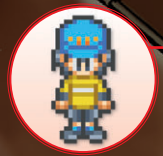
Yami Yugi and his Millennium Puzzle are missing.

All signs point to Reshef the Destroyer and Isis Ishtar predicts that the world will be engulfed in darkness if nothing is done soon...

Someone's got to embark on a dangerous mission to find Yami Yugi and save the world from destruction - and all eyes are on you!



MAIN CHARACTER

You, the player, are the main character in the game and a good friend of Yugi and Joey. It's up to you, Yugi and friends to stop Reshef the Destroyer and save the world!

YUGI MUTO

When Yugi solved the Millennium Puzzle, he gained dark and mysterious powers. He's got a big heart and is always genuine in his efforts to help others.

YAMI YUGI

Yami Yugi is Yugi's alter ego. He used to be locked inside the Millennium Puzzle.

JOEY WHEELER

Joey comes off as a tough kid from the street, but really he has a heart of gold. He's short-tempered and extremely protective of his friends. He is also one of Yugi's most trusted partners.

SETO KAIBA

Seto is the president of the Kaiba Corporation. He is one of the best, and probably the most aloof, of all Duel Monsters players in the world.

ISIS ISHTAR

Isis is the owner of the Millennium Necklace, priestess and guardian of the Pharaoh's Memory, and seer who predicts the coming darkness. She is the first to sense the threat posed by the resurrection of Reshef the Destroyer and asks the player, Yugi and friends for help.

TAIYOU TENMA

Taiyou is actively planning the destruction of the world. He sends assassins and members of the Tenma Syndicate to stop the main character and friends everywhere they go. No one seems to know anything about Taiyou, but there is something awfully familiar about him...

NEO GHOULS

KEITH HOWARD

This feared group of hunters who steal rare cards from other duelists has been reborn as the "Neo Ghouls". After the loss of Marik, Bandit Keith Howard took over the group, but their actions and their true objectives are still a closely guarded secret...

GAME CONTROLS

[COMMON] means a control is used throughout the game. [MAP] means a control is used on the Travel Map Screen, [DECK] means a control is used on the Trunk and Deck Screens, and [DUEL] means a control is used on the Duel Screen.

Control Pad

COMMON

Move the cursor and select menu items or cards.

MAP

Move the main character (hold down the B Button to move twice as fast).

DECK

Control Pad UP and DOWN: Scroll through the card list (hold down the R Button to scroll in groups of 50 cards on the Trunk Screen or groups of ten cards on the Deck Screen).
Control Pad LEFT: Return the selected card from your Deck to the Trunk on the Trunk Screen.
Control Pad RIGHT: Move the selected card from the Trunk to your Deck on the Trunk Screen.

START

MAP

Display the Menu Screen.

DECK

Display the menu for changing the card sort order.

SELECT

MAP

Display the Menu Screen.

DECK

Press to switch card sorting order.

L Button

DECK

Display the next set of card information.

DUEL

Hold down to display the ATK and DEF of a card.

R Button

MAP

Challenge the character directly in front of you to a duel.

DUEL

Display information about your opponent's hand.

A Button

COMMON

Enter menu, command and card selections. Scroll through long messages.

MAP

Speak to a character directly in front of you.

B Button

COMMON

Cancel selection of a menu item or command. Return to previous screen.

DUEL

Display the Sub-Menu Screen.

STARTING A GAME

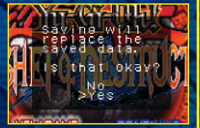
Insert the Game Pak into the Game Boy® Advance and turn the power ON. When the Title Screen appears, select [NEW GAME] or [CONTINUE] to start a game.

NEW GAME

Start a new game from the beginning.
When playing for the very first time, [NEW GAME] is selected automatically. If data exists from a previous game, [CONTINUE] is selected. If you want to start a new game, use SELECT to select [NEW GAME] from the menu.
Press the A Button to display the Name Entry Screen.

Previously Saved Game Data

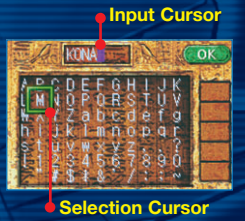
If game data exists from a previous game and you select [NEW GAME], the screen shown at the right is displayed. If you then select [Yes] and press the A Button, any previous saved game data will be deleted and the game will start from the beginning. To keep previously saved game data, select [No] and press the A Button. You will be returned to the Title Screen.



NAME ENTRY

Enter a name for the main character using up to 8 letters. Once the game starts, you will not be able to change the main character's name.
Follow the steps below to enter a name for the main character.

1. Use the Control Pad to move the selection cursor over a letter, then press the A Button to enter that letter. Press the B Button to erase letters. Use the L and R Buttons to move the Input Cursor.
2. When you have finished entering a name, press START. The cursor will move to [OK]. Press the A Button to save the main character's name.



GAME START

After you have entered a name of the main character, the opening movie starts. After the movie, the game starts in the Main Character's Room.

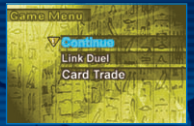
CONTINUE

Continue playing a previously saved game.
If data exists from a previous game, [CONTINUE] is automatically selected. Press the A Button to load saved game data and display the Game Menu.

For more information about saving data ➡ P.17 "Main Character's Room"

GAME MENU

When the Game Menu appears, press UP or DOWN on the Control Pad to select a menu item, then press the A Button to enter your selection.



Continue

Continue playing a previously saved game. The game begins in the main character's room.

Link Duel

Battle head-to-head with a friend using the Game Boy® Advance Game Link® Cable.

For more information about Link Duels ➡ P.57 "Link Duel"

Card Trade

Trade cards with a friend using the Game Boy® Advance Game Link® Cable.

For more information about trading cards ➡ P.60 "Card Trade"

More on Link Play

Both players must have Game Paks in order to use the "Link Duel" or "Card Trade" menu options. Link play only works if both players have this game. It will not work if one player has a different Yu-Gi-Oh! game.

GAME FLOW

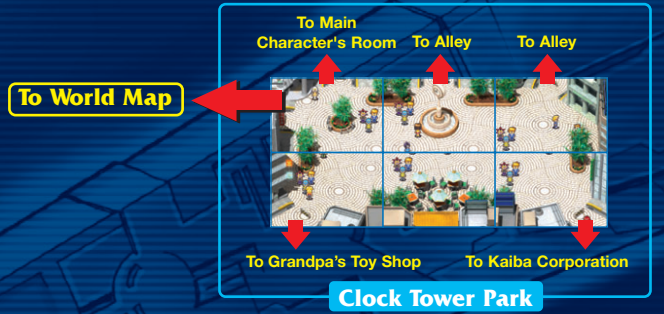
As one of Yugi and Joey's closest friends, you've joined forces to help find Yami Yugi. Move the main character (yourself) around the map as the story unfolds.

MAPS

There are two different kinds of Map screens in the game. Use the [Local Map] when walking around the city and the [World Map] to get an overall view of both Domino City and the rest of the game world.

LOCAL MAP

You can walk around, talk to other characters and duel on the local map.
The size of the map changes depending on your location. For maps that are two or more screens wide, move to the edge of one screen to display the next page of the map. To enter a building, simply walk right up to the entrance. Try to cover as much of the local map as possible.
When you start a new game, the first area you get to see is "Clock Tower Park". The following is a brief introduction to the locations in that initial area.



WORLD MAP

You can use this map to move to various locations inside Domino City and around the world. As the story unfolds, you will be able to go to more and more places.
Select the location you want to go to with the Control Pad and press the A Button.

ACTIONS

The following actions are available on the [Local Map].

MOVE

Move the main character with the Control Pad. Hold down the B Button when moving to make the character move twice as fast.

TALK

Press the A Button when another character is standing directly in front of you to talk to that character. You never know which character will share an important piece of information, so try to talk to as many people as possible.

DUEL

To challenge another duelist to a duel, press the R Button when that character is standing directly in front you.
When you win a duel, your Duelist Level increases, allowing you to use more and more powerful cards. You can also win other cards and Money.

For more information about Duels ➡ P.38 "Duels"

CHECK STATUS

Press START or SELECT on the Map Screen to display the menu. Use this menu to view information about the main character or check the cards in your Trunk and / or Deck.
Press UP or DOWN on the Control Pad to select a menu item and then press the A Button to enter your selection. Press the B Button to return to the Map Screen.

Trunk Deck

The Trunk shows a list of all the cards used in the game; the Deck shows a list of the 40 cards you can use in a duel. You can view detailed information about each card from this list. You can also create a Deck from this screen.

For more information about building a Deck ➡ P.30 "Deck Building"

Status

Displays the main character's current status.

Name
Your character's name.

Duelist Level
Your character's Duelist Level. Your level increases in proportion with your Deck Capacity. With a high level, you can use more powerful cards in a duel.

Deck Capacity
Your ability to create a Deck. A large Deck Capacity means that you can create a Deck with more powerful cards. Deck Capacity increases when you win duels.

For more information on Duelist Level/Deck Capacity ➡ P.30 "Deck Building"

Life Points (LP)
Your character's Life Points (max: 8000).

More on LP
LP lost during Duels is not recovered automatically. To recover LP you need to go to the "Main Character's Room".

For more information about recovering LP ➡ P.17 "Main Character's Room"

Money
Amount of Money you have. You earn Money when you win duels. You can buy cards with Money or sell cards for Money in Grandpa's Toy Shop.

For more information about purchasing cards ➡ P.17 "Grandpa's Toy Shop"

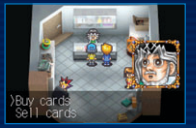
MAIN CHARACTER'S ROOM
You can recover LP and save game data in the Main Character's Room.

RECOVERING LP
Stand in front of the PC and press the A Button. The screen will flash as you recover LP.

SAVING GAME DATA
After you recover LP, you will be asked if you want to save game data or not. Select [Yes] and press the A Button to save game data. Select [No] and press the A Button if you decide not to save game data.

More on Saving Game Data
Game data is not saved automatically during the game. Since you can only save one set of game data, saved game data is overwritten each time you choose to save a game.

GRANDPA'S TOY SHOP
You can buy or sell cards here. You cannot sell a card when you only have one copy in your Trunk.
Enter the shop and talk to Grandpa. Select [Buy Cards] or [Sell Cards] with the Control Pad and press the A Button.



BUY CARDS

Displays a list of the cards available for sale at the shop.

Card Sort Order
The current card sort order. Press START or SELECT to change the card sort order.

For more information about changing card sort order ➡ P.36 "Building Your Deck"

Selection Cursor
Move the cursor with the Control Pad and select a card. The selected card is highlighted. Scroll through the card list in groups of 10 cards by holding down the R Button and using the Control Pad.

Money Info
"Money" shows how much money you currently have, "Sell" shows the purchase price of the selected card, and "Left" shows the amount you would have left if you purchased the selected card.

Card Info
Display information about the selected card. "Shop", "Trunk" and "Deck" show the number of copies of the selected card available in each of those locations.

1. Position the cursor over the card you want to buy.
2. Press the A Button to display the menu. Select a menu item then press the A Button. Select [Details] to view detailed data about that card. Select [Buy] to purchase the card for a sum of Money. Select [Exit] to close the menu.
3. Repeat the steps above to buy more cards. Press the B Button to end the session.

For more information on card info ➡ P.21 "Cards"

SELL CARDS

Displays a list of your cards (excluding those in your Deck). The basic controls and screen are the same as those for the "Buy Cards" command.

* On the Money Info screen, "Buy" shows the sales price of the selected card and "Left" shows the total amount of money you would have if you sold the card.

1. Position the cursor over the card you want to sell.
2. Press the A Button to display the menu. Select a menu item, then press the A Button. Select [Details] to view detailed data about that card. Select [Sell] to sell the card for Money. Select [Exit] to close the menu.
3. Repeat the steps above to sell more cards. Press the B Button to end the session.

Card Purchase/Sale Prices

The more powerful the card, the higher the price. If a shop has a very limited number of copies of a particular card, the price of that card will be higher. The price you get for a card will decrease if the shop already has several copies of the card.

CARD SUPPLIES

There are two ways to increase the supply of cards available at Grandpa's Toy Shop.

Duels

Each time you win a duel, dozens of cards are delivered to card shops at random.

Password Machine

If you correctly enter the 8-digit numerical password printed on the bottom left of each "Yu-Gi-Oh! TRADING CARD GAME" card into the password machine located inside Grandpa's Toy Shop, the shop will receive one copy of that card. Note that it costs 1000 Dominos to use the machine.

1. Select numbers with the Control Pad, then press the A Button to enter the number. To change a digit you've already entered, select the digit with the B, L or R Button and input a new one.
2. When you have entered all 8 digits, select [OK] then press the A Button. If the password is correct, one copy of that card will be supplied to the card shop.

CARDS

There are two types of cards: Monster Cards and Special Cards.

CARD SCREEN

Use the [Details] command during the game to display detailed data about a card.

Card Name

Level
Monster Cards only: Shows the level.

Card Graphic

Icon
Monster Cards: Shows an icon representing the Type and Summon.
Special Cards: Shows an icon representing the Card Type.

Attack / Defense
Monster Cards only: Shows the ATK and DEF points.

Type
Monster Cards: Shows the Type.
Special Cards: Shows the Card Type.

Cost
Shows the card's Cost.

Card Notes
Shows detailed notes about the card, such as the effects of Special Cards.

Summon
Monster Cards only: Shows the Summon.

MONSTER CARDS

Monster cards are the basic cards used to attack an opponent. Monster Cards must be set in the Monster Card Zone (this is called “Summoning”) before you can give commands to monsters. First, let's take a look at the "Type", "Summon" and "Level" information for Monster Cards.

TYPE

There are 20 different monster types. Type affects the ATK and DEF points of a monster when in different types of terrain. This is called the "Terrain Effect". For instance, sea creatures are at a distinct disadvantage when fighting in the middle of the wasteland. When a monster is well-suited to the terrain, there is a positive Terrain Effect that increases both ATK and DEF points (e.g. 1000 ➡ 1300). When a monster is ill-suited to the terrain, there is a negative Terrain Effect that decreases both ATK and DEF points (e.g. 1000 ➡ 700). The following table shows the relationship between monster Types and various types of terrain (○ = well-suited, ✕ = ill-suited).

Dragon Mountain: ○	**Magician** Darkness: ○	**Zombie** Wasteland: ○
Warrior Meadow: ○	**Beast-Warrior** Forest / Meadow: ○	**Beast** Forest: ○
Winged-Beast Mountain: ○	**Fiend** Darkness: ○	**Fairy** Darkness: ✕
Insect Forest: ○	**Dinosaur** Wasteland: ○	**Reptile** Unaffected by terrain
Fish Sea: ○	**Sea Dragon** Sea: ○	**Machine** Sea: ✕
Thunder Mountain / Sea: ○	**Aqua** Sea: ○	**Pyro** Sea: ✕
Rock Wasteland: ○	**Plant** Forest: ○	

SUMMON

There are 11 different Summons that can affect the outcome of a duel. Some Summons are superior to others. When a monster with a superior Summon attacks one with an inferior Summon (or a monster with an inferior Summon is attacked by a monster with a superior Summon), the monster with the superior Summon will always win, regardless of ATK and DEF strengths. The following chart shows the icons used to represent Summons in the game as well as their hierarchical relationships.

The three groups of Summons themselves do not have a hierarchy. For example, Pyro is neither superior nor inferior to Shadow.

Superior ➡ Inferior

Div **Divine** — This Summon is unique in the sense that it is inferior to no other Summon.

LEVEL

Each Monster Card has a set "Level" which corresponds to the overall strength of the card and is indicated by the number of stars (from 1 to 12) shown on the card.
To summon a monster of level 5 or higher, you will need to offer the required number of "Tributes" for that monster level (called a Tribute Summon).

Tributes

The Tribute Summon and Ritual Summon allow you to replace a monster already on the field with a stronger monster.
The monsters being replaced on the field are called "Tributes" and disappear from the field when the new monster appears.

For more information about Tribute Summons/Ritual Summons ➡ P.48 "Special Summons"

CARD TYPES

In addition to Normal Monster Cards, there are also "Effect Monster Cards" that have some kind of special effect and "Ritual Monster Cards" that can only be summoned onto the field with a special summon.

(Normal) Monster Cards

These are Normal Monster Cards. You can summon one monster per turn. However, to summon a powerful monster of level 5 or higher, you will have to perform a Tribute Summon.

For more information on performing Summons ➡ P.51 "Duel Controls"

Card color is dark yellow

Effect Monster Cards

These are Monster Cards that possess some kind of special effect. You can summon these monsters the same way you summon Normal Monster Cards. You can activate the effects of these Monster Cards after you have summoned them, but the Monster Card must be in face-down position. Effect Monster Cards have a wide range of different special effects. See the detailed card information to find out what special effect a particular Monster Card has.

For more information on using Effects ➡ P.53 "Effects"

Card color is orange

Special Effect Monster Cards

The 5 cards listed below are immune to the effects of Special Cards (except for power up/down effects and those that restrict movement). For example, the "Raigeki" card would not destroy any of the cards listed below.

234 Obelisk the Tormentor
238 Slifer the Sky Dragon
240 The Winged Dragon of Ra (Battle Mode)
297 The Winged Dragon of Ra (Sphere Mode)
412 The Winged Dragon of Ra (Phoenix Mode)

Ritual Monster Cards

The basic abilities of Ritual Monster Cards are no different from those of other Monster Cards, but they can be summoned in two ways. One way is to place the card in your Deck and summon the Ritual Monster Card from your hand just as you would a Normal Monster Card. The other way allows you to summon a Ritual Monster Card even when it is not in your Deck. Using a Ritual Card (Special Card) and offering three other Monster Cards as Tributes, you can summon a Ritual Monster Card (this is called a Ritual Summon).

For more information on Ritual Cards ➡ P.29 "Ritual Cards"

Card color is blue

SPECIAL CARDS

There are a variety of Special Cards with many different effects. When used wisely, they can help keep you in the lead during a duel or turn the tide in your favor. Special Cards should be placed face-down in the Special Card Zone of the field.

CARD TYPES

Special Cards can be broken down into three major categories based on their effects. These are "Spell Cards", "Trap Cards" and "Ritual Cards".

Spell Cards

There are three different types of Spell Cards: "Normal Spell Cards" affect players or cards, "Field Spell Cards" change the terrain of the field, and "Power-Up Spell Cards" increase the abilities of certain Monster Cards. Spell Cards affect players or cards as soon as they are used.

Card color is green

Normal Spell Cards

Normal Spell Cards provide a variety of effects, such as restoring your own Life Points or destroying all the cards on your opponent's field.

Field Spell Cards

These cards are used to change the terrain on the Duel Field. All the Monster Cards in face-up position on the field are affected by changes to the field terrain. A change to the field terrain can often give the losing player a fresh chance in a battle.

Power-Up Spell Cards

These cards increase the abilities of certain Monster Cards by 500 points. Check the detailed data on each Power-Up Spell Card to see which Monster Cards can receive power-ups.

Trap Cards

Trap Cards all have a set of conditions which, when met, activate the trap. When an opponent performs an action such as attacking or summoning and that action meets the conditions on the Trap Card, the Trap Card effect is activated. There are many different types of activation conditions.
Trap Cards placed face-down in the Special Card Zone during your turn may be activated during your opponent's next turn. They remain on the field until they are activated and are destroyed after activation.

Card color is purple

Ritual Cards

Ritual Cards are used to summon a monster onto the field with a Ritual Summon. Each Ritual Card can only be used to summon the monster indicated on the card.
To summon a specific Ritual Monster (indicated on the Ritual Card) to the field, you need to have two monsters (it doesn't matter what kind) on the field to use as tributes. Activate the Ritual Card, which should be face-down in the Special Card Zone, to complete the Ritual Summon.

For more information about Rituals ➡ P.55 "Ritual Cards"

Card color is blue

DECK BUILDING

Create a "Deck" (the group of 40 cards you use during a duel) by moving cards to and from your "Trunk" (the place where all of your cards are stored).

DECK BUILDING SCREEN

The Trunk and Deck Screens share the same basic layout, but the card lists are different. The Trunk Screen shows all of the cards in the game, while the card list on the Deck Screen shows only those cards in your Deck.
Press UP or DOWN on the Control Pad to scroll through either card list one card at a time. Hold down the R Button when scrolling to scroll in groups of 50 cards on the Trunk Screen and in groups of ten cards on the Deck Screen.
Press START to display the Change Card Sort Order menu (➡ P.36 "Changing the Card Sort Order").

Card List on the Trunk Screen

The card list on the Trunk Screen shows all of the cards used in the game. The cards already in your possession are shown at the top, followed by the rest of the cards in the game. If you were to re-sort the card list by Cost, your cards would appear at the top of the list, sorted by Cost. The remainder of the cards in the game would then appear after your cards and they would also be sorted by Cost.

CARD INFORMATION

This section gives details on card data.

Card Icon
This is a miniature card graphic. The color of the card edge indicates the card type.

Monster Cards

Normal Effect Ritual

Special Cards

Spell Trap Ritual

Level
Displayed only for Monster Cards.

Card Number

Card Name

Copies in Your Trunk

Copies in Your Deck

Toggle Information with the L Button
Press the L Button to display the next set of card information.

ATK / DEF → Icon → Cost → No display

DECK BUILDING RULES

Use the following rules when creating a Deck.

- A Deck must consist of 40 cards.
- You cannot use a card with a cost higher than your own Duelist Level.
- The total cost of the 40 cards in your Deck cannot exceed your Deck Capacity.
- You can have up to three copies of the same card in your Deck. However, you may only have one copy of a Limited Card and two copies of a Semi-Limited Card.

Limited Cards

017 Right Leg of the Forbidden One
018 Left Leg of the Forbidden One
019 Right Arm of the Forbidden One
020 Left Arm of the Forbidden One
021 Exodia the Forbidden One
056 Larvae Moth
057 Great Moth
067 Perfectly Ultimate Great Moth
072 Cocoon of Evolution
083 Castle of Dark Illusions
194 Heavy Storm
234 Obelisk the Tormentor
238 Slifer the Sky Dragon
240 The Winged Dragon of Ra (Battle Mode)
297 The Winged Dragon of Ra (Sphere Mode)
329 Dragon Capture Jar
336 Dark Hole
337 Raigeki
342 Dian Keto the Cure Master
346 Ookazi
347 Tremendous Fire
348 Swords of Revealing Light
356 Super War-Lion
357 Yamadron
360 Sera the Mant
362 Millennium Shield
364 Black Luster Soldier
365 Fiend's Mirrors

Limited Cards

374 Gate Guardian
380 Blue-Eyes Ultimate Dragon
412 The Winged Dragon of Ra (Phoenix Mode)
583 Destiny Board
584 Spirit Message "I"
585 Spirit Message "N"
586 Spirit Message "A"
587 Spirit Message "L"
601 Monster Reborn
604 Helpoemer
606 Newdoria
645 Dark Flare Knight
657 Megamorph
672 Harpie's Feather Duster
692 Torrential Tribute
697 F.G.D
698 Master of Dragon Soldier
699 Messenger of Peace
701 Performance of Sword
702 Hungry Burger
703 Sengenjin
704 Skull Guardian
705 Tri-Horned Dragon
706 Serpent Night Dragon
708 Cosmo Queen
709 Chakra
710 Crab Turtle
715 Psycho-Puppet
716 Garma Sword
717 Javelin Beetle
718 Fortress Whale
719 Dokurorider
720 Mask of Shine and Dark
721 Magician of Black Chaos
731 Relinquished
734 Thousand-Eyes Restrict
781 Brain Control
784 Change of Heart
785 Multiply
789 Pot of Greed

Semi-Limited Cards

340 Goblin's Secret Remedy
341 Soul of the Pure
345 Final Flame
661 Crush Card
686 Widespread Ruin

"Copies in Your Trunk" Information

Sometimes the "Copies in Your Trunk" card information on the Trunk Screen is displayed in red. This means that the Deck Building Rules prevent you from including that card in your Deck.

BUILDING YOUR DECK

Use the "Deck Screen Controls" and the "Trunk Screen Controls" to build your Deck. Remember that a Deck can only contain 40 cards, so when you want to re-build your Deck, you will need to remove any unwanted extra cards from your Deck before adding new cards from the Trunk.

DECK SCREEN CONTROLS

Press UP or DOWN on the Control Pad to scroll through the card list and select a card. Press the A Button to display the Deck Menu. Select [Details] and press the A Button to view detailed data for the selected card. Select [Add to Trunk] and press the A Button to return the selected card to the Trunk.

Changing the Card Sort Order (same controls for the Deck and Trunk Screens)

Press START on the Card List Screen to display the menu. Use the Control Pad to select a sort order and press the A Button to enter. You can also press SELECT on the Card List Screen to change the sort order. The sort order switches each time SELECT is pressed.

TRUNK SCREEN CONTROLS

Press UP and DOWN on the Control Pad to scroll through the card list and select a card. Press the A Button to display the Trunk Menu. Select [Details] and press the A Button to view detailed data for the selected card. Select [Move to Deck] and press the A Button to move the selected card into your Deck. If a copy of the selected card is already in the Deck, you can return the copy in the Deck to the Trunk by selecting [Return to Trunk] and pressing the A Button.
You can also move a card from the Trunk to your Deck by selecting the card with the cursor and pressing RIGHT on the Control Pad. If there is a copy of the selected card already in the Deck, you can remove it from the Deck and return it to the Trunk by pressing LEFT on the Control Pad.

Completing the Deck Building Process

You will not be able to close the menu and return to the Map Screen if you have less than 40 cards in your Deck or the total cost of your cards exceeds your Deck Capacity. In this case, review your Deck and make any necessary changes before closing the menu.

DUELS

Duels are conducted as card battles.

DUEL FLOW

This section explains the flow of duels.

1 DECK PREPARATION

Press SELECT on the Map Screen to display the menu window. Build a Deck with the [Trunk] and [Deck] commands.

*Duels start almost immediately after you challenge another character to a duel, so make sure that you build your Deck before challenging anyone else.

2 CHALLENGE SOMEONE TO A DUEL

You can challenge any of the characters on the map to a duel. Stand directly in front of the character you wish to duel and press the R Button to challenge that character to a duel. The duel starts immediately.

3 BET A CARD ON THE DUEL

Select a card to bet on the duel. This card is called the Ante Card. The winner receives one card from the loser. If you lose the duel, you will lose your Ante Card. However, it is not necessary to bet a card in order to participate in a duel.

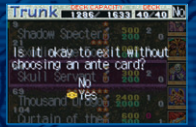
When you win cards from an opponent you have defeated, the card you receive will depend greatly on the card you selected as your Ante Card. If you bet a high-level card, then you will receive a high-level card from your opponent. If you bet a low-level card, then you will receive a low-level card. If you have only one copy of a card in your Trunk, you may not use that card as your Ante Card.

Bet a Card

1. Press the A Button to display the menu. Select a menu item and press the A Button to enter your selection. Select [Details] to view detailed card data. Select [Use as Ante] to bet the selected card on the duel. Select [Exit] to return to card selection.
   If you select a low-level card as your Ante Card, a Verify Screen is displayed. If you're satisfied with your selection, select [Yes] and press the A Button. If you want to select a different card, select [No] and press the A Button.
2. Ante Card Selection ends when you finalize your Ante Card choice.

Duel Without Betting a Card

If you press the B Button on the Trunk Screen without selecting a card to bet, you will be asked if you wish to continue without selecting an Ante Card. Select [Yes] and press the A Button to skip Ante Card Selection. Select [No] and press the A Button to return to Card Selection.



4 START DUEL

The duel starts when both players have completed (or skipped) Ante Card Selection.

5 DUEL END

The duel ends when one of the players meets one of the victory/defeat conditions (➡ P.46 "Victory/Defeat Conditions").

You Win the Duel

If you win the duel, both your Deck Capacity and Money increase. If your opponent had bet a card on the duel, then you will also receive that card.

You Lose the Duel

Even if you lose the duel, your Deck Capacity and Money remain unchanged. However, if you bet a card on the duel, you will lose that card. After a duel ends, the game starts up again from the Main Character's Room.

DUEL SCREEN

The following section explains the various areas on the Duel Screen.
Use the Control Pad to move the cursor. When the cursor is over your cards or your opponent's cards in face-up position, card information is displayed at the bottom of the screen. The Duel Screen scrolls with the movement of the cursor.

Opponent's Monster Card Zone

Your Monster Card Zone
This is where you set Monster Cards.

Your Hand
Your hand is shown here. Select cards from here and set them on the field.

Cursor

Opponent's Special Card Zone

Your Special Card Zone
This is where you set Special Cards.

Card Information
Information about the card currently highlighted by the cursor. Information about your opponent's cards in face-down position is not displayed.

VIEWING CARDS

Icons are used to represent card information.

Tribute Number
Shows the number of tribute monsters required to summon the Monster Card (only for Monster Cards that require tributes).

Attack / Defense
Shows the ATK (yellow) and DEF (blue) points (in hundreds; only for Monster Cards).

Power-Up Level
Indicates whether a Monster Card experiences a power-up/power-down (a minus sign indicates a power-down) due to the effects of a Spell Card or some other effect. (Only for Monster Cards).

Card Color
Indicates the card Class.

Summon Icon
This is only displayed for Monster Cards and indicates the monster's Summon.

E Mark
Indicates that the card cannot receive commands.

R Mark
Indicates that the card is in face-down position.

The card graphic also indicates the card's position (face-up or face-down).

Face-Up and Face-Down Positions

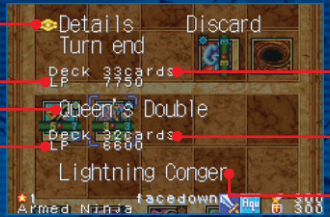
You can always see the card graphics of your own cards. If the card has an "R Mark", it means that the card is in face-down position. If you can see the card graphic of your opponent's card, it is in face-up position. If you cannot see the card graphic, it is in face-down position.

Attack Position and Defense Position

Face-up cards are in Attack position. Face-down cards are in Defense position.

SUB-MENU

Press the B Button during your turn to display the Sub-Menu Screen. Press the B Button again to return to the Duel Screen.



Use the Control Pad to move the cursor and select a menu item, then press the A Button to enter your selection.

Details

Position the cursor over your cards or your opponent's cards in face-up position on the Duel Screen and use this command to display detailed card information.

Discard

Use this command with the cursor positioned over one of your own cards on the Duel Screen to throw away cards (you may discard cards from your hand or the field. However, cards with an 'E' mark cannot be discarded). Monster Cards you discard are sent to the Graveyard.

Turn End

End your turn and start your opponent's turn.

Graveyard

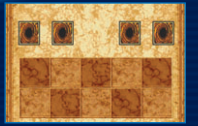
Each player's Graveyard displays the last Monster Card sent there. Spells or other effects that affect cards in the Graveyard affect the Monster Card currently displayed on screen. For example, using the Spell Card "Monster Reborn", would revive the Monster Card currently displayed in the Graveyard and return it to the field.

OTHER GAME CONTROLS

This section explains the other game controls available on the Duel Screen.

Display Opponent's Hand

Press the R Button during your turn to view your opponent's hand. Press the R Button again to return to the previous screen.



Display Attack / Defense Strength

Hold down the L Button during your turn to dim the screen and display the ATK and DEF points for each card. Release the L Button to return to the previous screen.

DUEL RULES

This next section explains the duel rules. These rules are specific to this game, and differ from the official "Yu-Gi-Oh! TRADING CARD GAME" rules.

VICTORY/DEFEAT CONDITIONS

A duel ends when either player meets any of the conditions below:

- The first player to reduce his opponent's LP to 0 is declared the winner.
- If a player runs out of cards and cannot refill their hand, that player loses.
- A player who holds the 5 "Exodia Series" cards in his hand at any time during a duel is declared the winner. If a player happens to hold these cards in her hand as a result of the initial draw at the beginning of a Duel, they win instantly.
- A player with the "Destiny Board" card and all four "Spirit Messages" cards in the Special Card Zone is automatically declared the winner.

Exodia Series
017 Right Leg of the Forbidden One
018 Left Leg of the Forbidden One
019 Right Arm of the Forbidden One
020 Left Arm of the Forbidden One
021 Exodia the Forbidden One

Destiny Board
583 Destiny Board
584 Spirit Message "I"
585 Spirit Message "N"
586 Spirit Message "A"
587 Spirit Message "L"

BASIC RULES

- Duelists begin with a LP of 8000 points each.
- Attack order is determined randomly at the beginning of a duel.
- Only one duelist at a time can attack. The right to attack passes back and forth each turn.
- At the beginning of each turn, you may draw one card from the Deck to put in your hand. If you already have five cards in your hand, you may not draw any more cards.
- Cards are always placed on the field in face-down position. You may issue commands to or use cards after they are placed on the field.
- Your turn ends when you have finished taking action (select the [Turn End] command from the Sub-Menu).
- It is not necessary to place cards on the field or issue commands to cards on the field each and every turn. You may end your turn without taking any action.

Monster Cards

- You may place only one Monster Card on the field from your hand per turn.
- You can place up to five Monster Cards on the field at one time. However, if there are already five Monster Cards on the field, you cannot place any new Monster Cards on the field from your hand (use the [Discard] command from the Sub-Menu to discard Monster Cards on the field).
- You may only give one command to each Monster Card on the field per turn.
- Monster Cards are placed on the field in face-down position. They are changed to face-up position when you give them commands, unless you command the monster to [Defend], in which case it remains in face-down position. If you place a monster on the field, fail to give it a command and end your turn, the monster automatically switches to face-up Attack position.

- Monster Cards in face-down position change to face-up position when they are attacked.
- Once a Monster Card is placed in face-up position, it remains in that position until the end of the duel.
- Monster Cards that are destroyed in battle or by spell effects are sent to the Graveyard, and as a general rule cannot be used again in the same duel.

Special Cards

- You can place as many Special Cards from your hand on the field as you wish during a turn.
- You can place up to five Special Cards on the field at once. However, if there are already five Special Cards on the field, you cannot place any new Special Cards on the field from your hand (use the [Discard] command from the sub-menu to discard Special Cards on the field).
- You can use as many of the Special Cards on the field as you wish during a turn.
- Special Cards are placed on the field in face-down position and must remain so until they are used.
- Special Cards that have been used or destroyed cannot be played again during the same duel.

SPECIAL SUMMONS

- High-level monsters can only be summoned with a Tribute Summon, so it is necessary to find the required number of tributes. The number required depends on the level of the monster to be summoned.

Number of Required Tributes
Level 5 - 6 ..... 1 monster
Level 7 - 8 ..... 2 monsters
Level 9 - 12 ..... 3 monsters

- To perform a Ritual Summon with a Ritual Card, you will need the specific Monster Card indicated on the Ritual Card and two more monsters to offer as tributes (the Ritual Monster does not need to be present in your Deck when using this Special Summon).

DETERMINING DAMAGE

The following rules are used to determine the amount of damage sustained by the monsters that battle during a duel. The following example is based on you attacking during your own turn.

Opponent's Monster is in Attack Position

When your opponent's monster is in Attack Position, damage is determined by comparing the ATK points of both monsters.

Your ATK Points > Opponent's ATK Points
If the ATK points of your monster are greater than the ATK points of the monster you're attacking, your opponent's monster is destroyed. In addition, the difference in ATK points is subtracted from your opponent's LP.

Your ATK Points = Opponent's ATK Points
If the ATK points of your monster are equal to the ATK points of the monster you're attacking, both monsters are destroyed. There is no effect on your LP or those of your opponent.

Your ATK Points < Opponent's ATK Points
If the ATK points of your monster are less than the ATK points of the monster you're attacking, your monster is destroyed. In addition, the difference between the ATK points is subtracted from your LP.

Opponent's Monster Card is in Defense Position

When your opponent's monster is in Defense Position, damage is determined by comparing the ATK points of your monster with the DEF points of your opponent's monster.

Your ATK Points > Opponent's DEF Points

If the ATK points of your monster are greater than the DEF points of the monster you're attacking, your opponent's monster is destroyed. There is no effect on your LP or those of your opponent.

Your ATK Points = Opponent's DEF Points

If the ATK points of your monster are equal to the DEF points of the monster you're attacking, neither monster is affected. There is no effect on your LP or those of your opponent.

Your ATK Points < Opponent's DEF Points

If the ATK points of your monster are less than the DEF points of the monster you're attacking, neither monster is affected. However, the difference between the ATK and DEF points is subtracted from your LP.

Opponent Has No Monsters

If your opponent has no monsters in the Monster Card Zone, your monster attacks your opponent directly. The ATK points of your monster are subtracted directly from your opponent's LP.

DUEL CONTROLS

The following section explains how to place and use cards during a duel.

PLACE CARDS FROM YOUR HAND ONTO THE FIELD

1. Position the cursor over the card in your hand that you want to place on the field. Press the A Button to select the card (press the B Button to cancel the selection).
2. Position the cursor where you want to place the card on the field and press the A Button to place the card on the field (Monster Cards can only be placed in the Monster Card Zone and Special Cards can only be placed in the Special Card Zone). Once a card is placed on the field, you cannot remove it and place it somewhere else.

COMMANDING MONSTER CARDS ON THE FIELD

Position the cursor over a Monster Card on the field and press the A Button to display the command window. Select a command from the window and press the A Button to give commands to your monsters. Press the B Button to cancel the selection and close the command window.
Once you give a monster a command, you will not be able to give any further commands to that monster. You can only give one command to each monster in one turn.

Attack

Place the selected monster in Attack position and attack your opponent or your opponent's monsters.
When you select the [Attack] command and press the A Button, the cursor will move over to your opponent's field. Position the cursor over the monster you want to attack and press the A Button. If your opponent does not have any monsters on his field, when you select the command and press the A Button your opponent is attacked directly.

Defend

Place the selected monster in the Defense position.
Select the [Defend] command and press the A Button to switch the monster to Defense position.

Tribute

Use this command to offer a monster as a tribute when summoning a high-level monster to the field or performing a Ritual Summon.
Select the [Tribute] command and press the A Button to offer a monster as a tribute and remove it from the field.

Effect

Use the special effect of the selected Effect Monster Card. The Effect Monster Card must be in face-down position to use its effect.
Select the [Effect] command and press the A Button to flip the card to face-up position and activate its effect.

USING SPECIAL CARDS ON THE FIELD

Special Cards must be placed on the field before you can use them. Special Cards are destroyed after their effects are activated.

Spell Cards

You may use Spell Cards on the field at any time during your turn. Simply position the cursor over the Spell Card you want to use and press the A Button.

Normal Spell Cards

Position the cursor over a Normal Spell Card and press the A Button to activate the card's effects.

Power-Up Spell Cards

Position the cursor over a Power-Up Spell Card on the field and press the A Button. Next move the cursor over the Monster Card that you want to equip and press the A button. The effects of the card are activated and the monster receives a power-up.

Field Spell Cards

Move the cursor over a Field Spell Card on the field and press the A Button to activate the effects of the card and change the field terrain. Field Spell Cards change the field terrain for both you and your opponent.

Trap Cards

Trap Cards remain on the field and are activated automatically when your opponent does something that meets the activation conditions indicated on the card.

Ritual Cards

In order to use a Ritual Card to summon a Ritual Monster to the field, you will need the specific Monster Card indicated on the Ritual Card and two more monsters to offer as tributes. The example below shows how to use the "Black Luster Ritual" to summon the "Black Luster Soldier".

1. Make sure all of these are on the field: the Ritual Card “Black Luster Ritual”; the Monster Card “Gaia The Fierce Knight”; and at least two Monster Cards to be offered as tributes.

2. Decide which two monsters to offer as tributes. Select the monsters to offer as tributes and use the [Tribute] command from the command window to complete the offering.

3. Next, position the cursor over "Black Luster Ritual" and press the A Button. After the ritual has been performed, the "Black Luster Soldier" appears on the field in place of "Gaia The Fierce Knight".

PERFORMING A TRIBUTE SUMMON

The following steps explain how to perform a "Tribute Summon", which is different from a Normal Summon.
If you want to place a Monster Card of level 5 or higher on the field from your hand, you will need to offer tributes (see P.48 for a chart showing the required number of tributes for each monster level). The example below shows how to summon the "Gaia The Fierce Knight" (Level 7, required tributes: 2).

1. Select a monster to offer as a tribute and use the [Tribute] command in the command window to complete the offering. Repeat this step until you have offered the required number of tributes.

2. After selecting two monsters as tributes, select "Gaia The Fierce Knight" from your hand and place it on the field.

LINK PLAY

Connect 2 Game Boy® Advance systems with the "Game Boy® Advance Game Link® Cable" to play a "Link Duel" or perform a "Card Trade".

LINK PLAY STEPS

1. Link up the two systems.

For more information on linking systems
➡ P.63 "Connecting the Game Boy® Advance Game Link® Cable"

2. Select [Continue] at the Title Screen.
3. Select either [Link Duel] or [Card Trade] from the Game Menu and press the A Button.

LINK DUEL

Duel head-to-head with a friend. Saved data from the main game is used in Link Duels.

LINK DUEL RULES

- Deck Building and Duel rules are the same as the main game.
- Both players begin with 8000 LP.
- Your Deck Capacity increases each time you play a Link Duel. It increases [+10] if you win the Duel and [+5] if you lose.
- You cannot bet cards in Link Duels and you do not earn any Money if you win the Duel.

LINK DUEL MENU

Select [Link Duel] from the Game Menu and press the A Button to display the Link Duel Menu.
Press UP or DOWN on the Control Pad to select menu items.

Trunk

Select this and press the A Button to display the Trunk Screen.

Deck

Select this and press the A Button to display the Deck Screen.
[Cards in Deck] shows the total number of cards currently in your Deck.

Deck Capacity

This shows the upper limit of your Deck Capacity. Both players should set Deck Capacity to the same number.
Press UP or DOWN on the Control Pad to increase/decrease the Deck Capacity limit in increments of 100. Press START to set the Deck Capacity limit to the MAX (65000). Press the A Button to set the Deck Capacity limit to the minimum required value. The minimum required value is the smallest Deck Capacity limit that will allow you to Duel based on the cost of the cards in currently in your Deck. For example, if the total card cost of your Deck is 1513, then the minimum required value is 1600.
[Deck Cost] shows the total cost of all the cards currently in your Deck.

Start

Select this and press the A Button to start the Duel.

Exit

Select this and press the A Button to exit and return to the Game Menu.

More on Deck Building for Link Duels

Let's assume that you have set the Deck Capacity limit for a Link Duel to 2000. Even if your Deck Capacity in the main game is 2500, the total card cost for your Deck has to be 2000 or less in order for you to participate in a Link Duel. If your Deck Capacity in the main game is 1500, you must build a Deck that has a total card cost of 1500 or less even though the Deck Capacity limit for the Link Duel is 2000.

LINK DUEL STEPS

1. First, set the [Deck Capacity] limit. Both players should set this to the same number.
2. Next, use [Trunk] and [Deck] to build a Deck. Follow the Deck Building Rules to build a Deck of 40 cards, but make sure that the total card cost is not greater than the [Deck Capacity] limit you set in step 1.
3. When the Decks are ready, both players select [Start] and press the A Button.

4 Attack order is determined randomly and the Duel begins.

5 When the Duel is over, the Deck Capacity of each player increases based on the outcome of the Duel. Players are returned to the Link Duel Menu.

More on Saving Data

Your data is automatically saved after the Duel. Changes to your Deck Capacity are also reflected in the main game.

CARD TRADE

Trade cards with a friend. Saved data from the main game is used when trading cards.

TRADE RULES

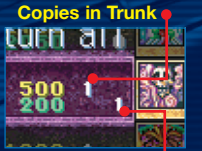
- You can trade cards in your Trunk. You cannot trade any of the cards in your Deck.
- You cannot trade a card if there is only 1 copy of that card in your Trunk.
- Players do not need to trade the same number of cards. In fact, a trade can occur even if one of the players doesn't select any cards to trade.
- Your Deck Capacity increases each time you trade cards. It increases [+2] for both players.

TRADE MENU

Select [Card Trade] from the Game Menu and press the A Button to display the Trade Menu.
Press UP or DOWN on the Control Pad to select menu items.

Select

Select this and press the A Button to display the Trunk Screen. The trade Trunk Screen is basically the same as the Trunk Screen in the main game except for some differences on the right side. Use the Trunk Screen to select cards to trade. Press the B Button to return to the Trade Menu.



Confirm

Select this and press the A Button to display a list of the cards selected for trade. Press the B Button to return to the Trade Menu.

Start

Select this and press the A Button to start the trade.

Exit

Select this and press the A Button to exit and return to the Game Menu.

CARD TRADE STEPS

1. Select [Select] and press the A Button to display the Trunk Screen.
2. Select a card and press the A Button to display the Deck Menu. Select a menu item and press the A Button to enter your selection. Select [Details] to display detailed data for the selected card. Select [Select] to add one copy of the card to the Trade List. Select [Select all] to keep only 1 copy of the card in your Trunk and add all of the remaining copies of that card to the Trade List. Select [Return] to remove 1 copy of a selected card from the Trade List. Select [Return all] to remove all copies of the selected card from the Trade List. Select [Exit] to close the Deck Menu.

3. Select [Confirm] on the Trade Menu and press the A Button to finalize the cards in the Trade List you want to trade.
4. When both players have confirmed the card(s) they want to trade, both players select [Start] and press the A Button to start the trade.
5. [Trade Completed!] appears on the screen when the trade completes. Press the A Button to display a list of the cards you received in the trade. Select a card with the cursor and press the A Button to see detailed data about that card. Press the B Button when the card list is displayed to return to the Trade Menu.

More on Saving Data

Your data is automatically saved when you finish trading. You will see the changes to your cards and Deck Capacity the next time you play the game.

Linking the Game Boy® Advance Game Link® Cable

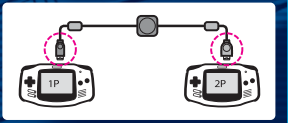
Follow the instructions below to link two Game Boy® Advance systems with the Game Boy® Advance Game Link® Cable.

What You'll Need

- Game Boy® Advance or Game Boy® Advance SP system 2
- "Yu-Gi-Oh! Reshef of Destruction" Game Pak 2
- Game Boy® Advance Game Link® Cable 1

Linking the Game Boy® Advance Systems

1. Make sure that the power is OFF on both systems and insert a Game Pak into each Game Boy® Advance system.
2. Link the Game Link® Cable into the External Extension Connector (EXT) on the top of the Game Boy® Advance systems.
3. Slide the power switch on each system to ON.
4. Refer to page 57 for directions available after completing the steps above.



* The system with the smaller connector plug is identified as Player 1.

Notes about Link Duels

Trouble with Link Duels may be caused by any of the following:

- Systems are connected with something other than the Game Boy® Advance Game Link® Cable.
- Game Boy® Advance Game Link® Cable is not inserted completely into the connector.
- Game Boy® Advance Game Link® Cable is disconnected during play.
- Game Boy® Advance Game Link® Cable is connected to the Connection Box.
- 3 or more systems are connected.

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VIZ

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